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WHAT IS CLAIMED IS:

1. A method of displaying, in a video game device, an image of a player character and images of non-player characters, together with one type of background image from at least two or more switchable types of background images, comprising the steps of:

predetermining a plurality of operational modes which are assigned to said player character, and preparing an image corresponding to each operational mode;

displaying an image of the player character corresponding to any one of said plurality of operational modes and images of said non-player characters, simultaneously with any one of said background images; and

restricting the changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes.

2. The method according to claim 1, wherein the amount of information relating to each of said background images is determined on the basis of the video RAM capacity of said video game device.

3. The method according to claim 1, wherein the image of said player character is an image displaying said player character in a state where it is carrying a weapon;

said plurality of operational modes include a fighting mode representing a state wherein said player character is able to fight using said weapon, and a moving mode representing a state wherein said character moves whilst carrying said weapon; and

8/24 said fighting mode is set as said particular operational mode.

4. A computer-readable storage medium storing an image display program for displaying an image of a player character and images of non-player

characters, together with one type of background image from at least two or more switchable types of background image, in a video game device, comprising:

a region storing images corresponding respectively to a plurality of predetermined operational modes which can be adopted by said player character; and

a region storing an image display program for causing a video game device to implement processing for displaying an image of a player character corresponding to any one of said plurality of operational modes and images of non-player characters, simultaneously with any one of said background images, and processing for restricting the changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes.

5. The storage medium according to claim 4, wherein the amount of information relating to each of said background images is determined on the basis of the video RAM capacity of said video game device.

6. The storage medium according to claim 4, wherein the image of said player character is an image displaying said player character in a state where it is carrying a weapon;

said plurality of operational modes include a fighting mode representing a state wherein said player character is able to fight using said weapon, and a moving mode representing a state wherein said character moves whilst carrying said weapon; and

said fighting mode is set as said particular operational mode.

7. A storage medium storing a game program incorporating the image display program, the image display program comprising the steps of :

predetermining a plurality of operational modes which are assigned to 4 said player character, and preparing an image corresponding to each

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operational mode;

- 6 displaying an image of the player character corresponding to any one of
LAB
 - 7 said plurality of operational modes and images of said non-player characters,
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 - 8 simultaneously with any one of said background images; and
LAB
- restricting the changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes.

8. An optical disk storing a game program incorporating the image display program, the image display program comprising the steps of :
- LAB* predetermining a plurality of operational modes which are assigned to
 - 4 said player character, and preparing an image corresponding to each
LAB operational mode;
 - 1 displaying an image of the player character corresponding to any one of
LAB
 - 7 said plurality of operational modes and images of said non-player characters,
LAB
 - 8 simultaneously with any one of said background images; and
LAB
 - 1 restricting the changing of said background images from the start until
LAB the completion of a predetermined particular operational mode of said plurality of operational modes.

9. A video game device internally comprising the storage medium storing a game program incorporating the image display program, the image display program comprising the steps of :

- LAB* predetermining a plurality of operational modes which are assigned to
- 5 said player character, and preparing an image corresponding to each
LAB operational mode;
- 7 displaying an image of the player character corresponding to any one of
LAB
- 8 said plurality of operational modes and images of said non-player characters,
LAB
- 9 simultaneously with any one of said background images; and
LAB

restricting the changing of said background images from the start until
the completion of a predetermined particular operational mode of said plurality
of operational modes.

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